

What Is Claimed Is:

1. A gaming machine, comprising:
a screen that displays video content, the video content being automatically reconfigured in response to a trigger.
2. The gaming machine, as recited in claim 1, wherein the trigger is a wagered amount.
3. The gaming machine, as recited in claim 1, wherein the trigger is an identity of a player.
4. The gaming machine, as recited in claim 1, wherein the trigger is a speed at which a game is played.
5. A gaming machine, comprising:
a screen that displays video content, the video content being reconfigurable by a casino.
6. A gaming machine, comprising:
a screen that displays video content, the video content being reconfigurable by a player.
7. A gaming machine, comprising:
a screen that displays video content, the video content being automatically reconfigured at a predetermined time.

8. A gaming machine, comprising:
a plurality of screens that display video content, the video content being remotely reconfigurable.
9. The gaming machine as recited in claim 8, wherein the video content is reconfigurable through a network.
10. The gaming machine as recited in claim 8, wherein the video content of one of the screens comprises a game.
11. The gaming machine as recited in claim 8, wherein the video content of one of the screens comprises a pay table.
12. The gaming machine as recited in claim 8, wherein the video content of one of the screens comprises artwork representative of a theme of a game played on the gaming machine.
13. The gaming machine as recited in claim 8, wherein the video content of one of the screen comprises a secondary game.
14. The gaming machine as recited in claim 8, wherein the video content is automatically reconfigured in response to a trigger.

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15. The gaming machine, as recited in claim 14, wherein the trigger is a wagered amount.

16. The gaming machine, as recited in claim 14, wherein the trigger is an identity of a player.

17. The gaming machine, as recited in claim 14, wherein the trigger is a speed at which a game is played.

18. The gaming machine as recited in claim 8, wherein the video content is reconfigurable by a casino.

19. The gaming machine as recited in claim 8, wherein the video content is reconfigurable at the request of a player.

20. The gaming machine as recited in claim 8, wherein the video content is automatically reconfigured at a predetermined time.

21. A plurality of gaming machines, comprising:
a network to which each gaming machine is attached, each gaming machine having a screen that displays a game, the game content being downloadable from the network.

22. The gaming machine as recited in claim 21, wherein the game is automatically downloaded in response to a trigger.

23. The gaming machine, as recited in claim 22, wherein the trigger is a wagered amount.

24. The gaming machine, as recited in claim 22, wherein the trigger is an identity of a player.

25. The gaming machine, as recited in claim 22, wherein the trigger is a speed at which a game is played.

26. The gaming machine as recited in claim 21, wherein the game is downloadable by a casino.

27. The gaming machine as recited in claim 21, wherein the video content is automatically downloaded at a predetermined time.

28. A plurality of gaming machines, comprising:

a network to which each gaming machine is attached, each gaming machine having a screen that displays artwork representative of a theme of a game played on the gaming machine, wherein artwork representative of a theme of a different game played on the gaming machine is being downloadable from the network

29. A plurality of gaming machines, comprising:

a network to which each gaming machine is attached, each gaming machine having a screen that displays a secondary game, the secondary game content being downloadable from the network.

30. A gaming machine, comprising:

a first video display displaying a first game;

a second video display displaying pay tables associated with the first game; and

a third video display displaying artwork associated with the first game;

the three video displays being reconfigurable so that a second game is displayed on the first video display, pay tables associated with the second game are displayed on the second video display and artwork associated with the second game is displayed on the third video display.

31. The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured in response to a trigger.

32. The gaming machine, as recited in claim 31, wherein the trigger is a wagered amount.

33. The gaming machine, as recited in claim 31, wherein the trigger is an identity of a player.

34. The gaming machine, as recited in claim 31, wherein the trigger is a speed at which a game is played.

35. The gaming machine as recited in claim 30, wherein the video displays are reconfigurable by a casino.

36. The gaming machine as recited in claim 30, wherein the video displays are reconfigurable at the request of a player.

37. The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured at a predetermined time.

38. A gaming machine, comprising:

a first video display displaying a first game; and

a second video display displaying information relating to the first game;

the gaming machine being reconfigurable so that a second game is displayed on the first video display and information relating to the second game is displayed on the second video display.

39. The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured in response to a trigger.

40. The gaming machine, as recited in claim 39, wherein the trigger is a wagered amount.

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41. The gaming machine, as recited in claim 39, wherein the trigger is an identity of a player.

42. The gaming machine, as recited in claim 39, wherein the trigger is a speed at which a game is played.

43. The gaming machine as recited in claim 38, wherein the video displays are reconfigurable by a casino.

44. The gaming machine as recited in claim 38, wherein the video displays are reconfigurable at the request of a player.

45. The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured at a predetermined time.

46. A method of displaying video content on a gaming machine having a plurality of screens, comprising:
remotely reconfiguring the content.

47. A method of displaying video content on a plurality of gaming machines, comprising:
attaching a network to the plurality of gaming machines; and
downloading the video content from the network.

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48. A method of displaying video content on a gaming machine, comprising:
 displaying a first game on a first video display;
 displaying pay tables associated with the first game on a second video display;
 displaying artwork associated with the first game on a third video display; and

5 reconfiguring the three video displays so that a second game is displayed on the first video display, pay tables associated with the second game are displayed on the second video display and artwork associated with the second game is displayed on the third video display.

49. A method of displaying video content on a gaming machine, comprising:
 displaying a first game on a first video display;
 displaying information relating to the first game on a second video display;
 reconfiguring the gaming machine so that a second game is displayed on the first
 5 video display and that information relating to the second game is displayed on the second video display.

50. A gaming machine, comprising:
 a screen that displays video content, the video content being reconfigurable using
 locally stored video content.

51. A method of verifying a game file, comprising:
 providing gaming regulators with an electronic version of the game files via a
 network.

52. The method, as recited in claim 51, wherein the file is in a .bmp format.

53. The method, as recited in claim 51, wherein the file is in a .jpg format.

54. The method, as recited in claim 51, wherein the file is in .avi format.

55. The method, as recited in claim 51, wherein the electronic version of the game files includes a hash of the game files.

56. A gaming system, comprising:

a server process that can communicate with a client process, which is located within an operating system, and wherein the server process can also communicate with a client process over a network.

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